Nintendo FAMILY COMPUTER™

DFC-24

Cartridge

FAMICOM FAMILY

INSTRUCTION MANUAL

大怪獣 フラバス™

GIANT MONSTER FLABURAS

DECO DATA EAST Corporation

Thank you for your purchase of "**Giant Monster Flaburas**," a Family Computer cartridge from Data East. Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

Please be aware that we cannot respond to any inquiries regarding game content.

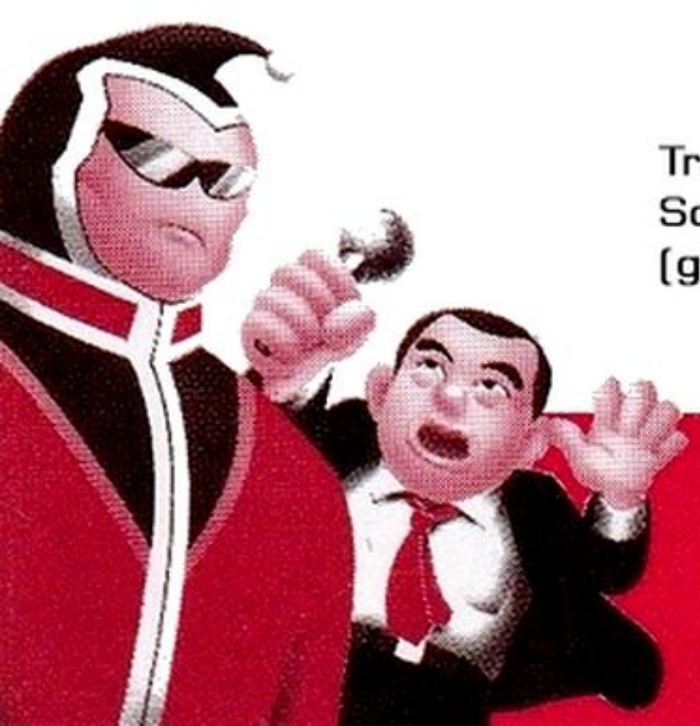

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Table of Contents

Massive Monster Makes Landfall! 1-2

Before You Begin 3

Controller Operation 4

Objective of the Game 5

Screen Display 5-6

Movement 7

Attacking 8

Units 9

Armed Units 10-12

Terrain Data 13

How to Save 14

Developing Strategies 15-16

In the year 199X, a massive meteor landed in the sea south of TOKYO. Two months passed...

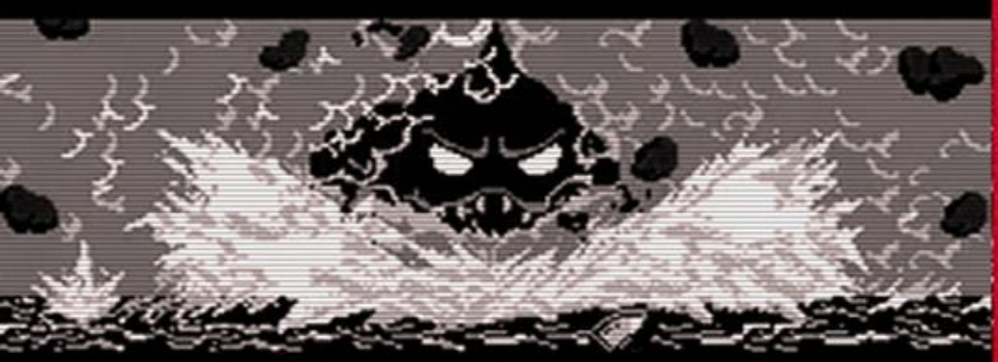
"Breaking news! Earlier today, a massive egg was discovered on the shore of Kujuyari Beach. Apparently, it washed up due to that crazy typhoon from the other day!"

It was the egg of an ancient bird-beast known as Slenderus. And it was still alive! The government moved to construct a gigantic hatchery at the foot of Mount Fumi to revive this ancient avian. Under strict orders, it was hitched to a trailer, beginning Operation: Egg Transfer.

But then, the meteor once submerged in the South Sea suddenly surfaced! From inside, a gigantic monster known as Flaburas emerged. It headed for the heart of the city, as if it was chasing the egg.

And so, a simple transport mission for the Defense Force turned into the fiercest of battles!

A MASSIVE EGG WASHED UP ON SHORE AFTER THE STORM PASSED.



JUST THEN, FROM THE SUNK METEOR, A MONSTER APPEARED.

FLABURAS MARCHED TO TOKYO IN THE EGG'S DIRECTION.

MASSIVE MONSTER MAKES LANDFALL!!

Before You Begin

Game Setup

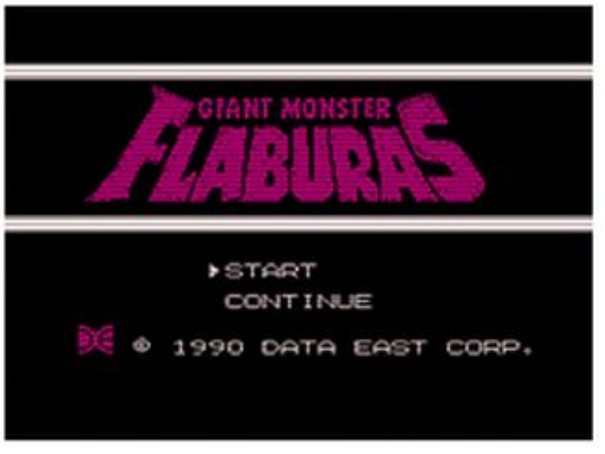
Turn the POWER on, and the screen will display "▶START" and "▶CONTINUE."

▶START

Select this to start the game from the beginning. Press the A Button to begin the demo sequence.

▶CONTINUE

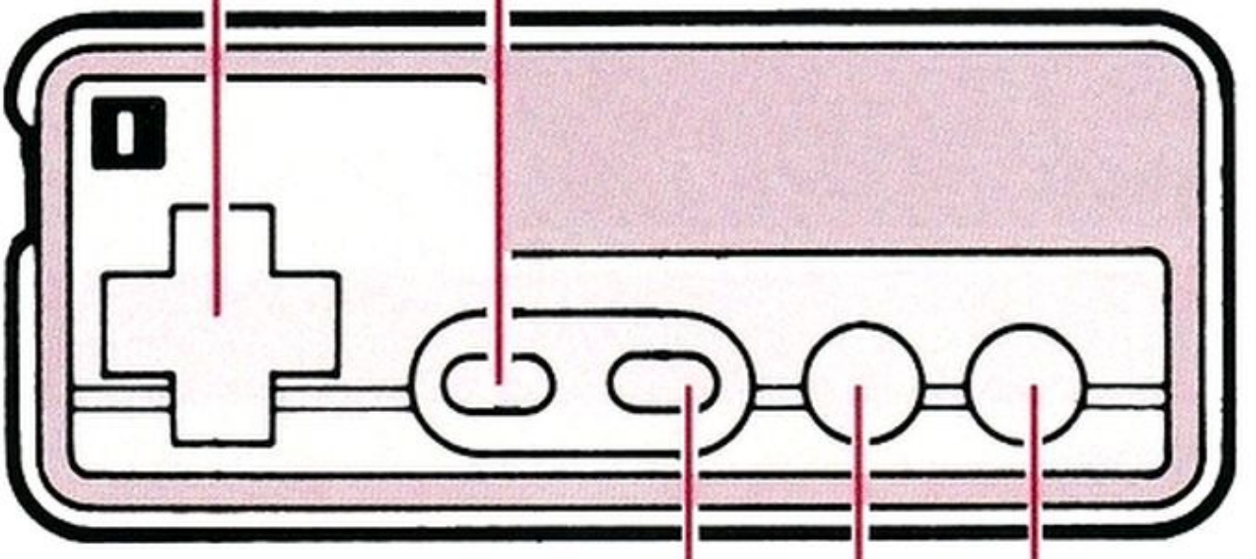
Select this to resume a previous game from where you left off. Press the A Button to display the tiles of saved scenarios. Press the A Button again to resume.



Controller Operation

Control Pad = Select commands, and move around on the map.

SELECT = Change to the monsters' turn or save the game.



START = Begin the game.

B Button = Cancel.

A Button = Confirm commands, and read through messages.

* During gameplay, the START Button and Controller 2 are not used.

Objective of the Game

①Your objective is to safely lead the transport truck to the GOAL space on the Map, while defending the Egg. Naturally, Flaburas will be on the attack, so strategy is necessary to counter, stall, or evade him.

②Depending on the stage, you will need to carefully follow the instructions given to you by your operator to thwart Flaburas' intrusion.

Screen Display

Saikoron

This device determines the travel distance (number of spaces) the egg's transport vehicle can move. Once the Saikoron starts moving, press the A Button to stop it. The number of dots on where the cursor lands is the distance the egg transport can move.

Map Screen

Press the B Button on the Map Screen to move the cursor to a movable unit.

Status Window

(Information on the unit beneath the cursor)

* The hit point, attack, and defense gauges seen here are only an example (See p10.)
* A unit's type determines the number of spaces (Movement Cost) it can move. (See p13.)

Storage Depot Screen

Not all of your units are on the Map. Some units are waiting for you back at base.

- Select the unit you want to send out with the Control Pad, and press the A Button to confirm. A blue gauge means it's ready to go. A red gauge means it's under maintenance and can't be dispatched.
- Press the B Button to cancel.

Movement

- Move the cursor over a blue unit, and press the A Button.
- When given the choice between "Move" and "Info," choose "Move." "Info" will display the unit's skills, attack power, and other info. (see p10.)
- Use the Control Pad to move.
- Press the A Button where you want to move. Finish your move with "Stay Put." Choose "Cancel" to start over. Use the "Attack" command when in range of Flaburas to launch an attack. (see next page.)
- Use B Button or Control Pad to select the next unit, and repeat the process.
- Once all available units have moved, then it will be Flaburas' turn to move. Also, you can press the SELECT Button and choose "►End Turn," then Flaburas will be able to move.

Attacking

Attacks can be launched when coming into contact with Flaburas. The outcome of the battle is determined by the unit's attack and defense, as well as terrain effects.

★Caution

Attacking Flaburas and lowering his Hit Points will lower the distance (spaces) he can move. But if he stops being attacked, he will quickly recover.

Indirect Attacks

There are ways to attack Flaburas without actually making contact with him. It's very efficient as you won't be subject to Flaburas' counterattacks, but only a few units can do so.

Units

Egg Trailer

The Saikoron device determines the distance it can travel. It can only move on roads. If Flaburas catches up to it, it's GAME OVER. Keep it out of Flaburas' path.

Storage Depot

If a damaged unit is housed here, it will undergo maintenance and be ready to go after one turn. Once a unit is housed, it cannot be moved for the remainder of the turn.

Goal

A stage is cleared once the egg is transported to this location. Some stages have a different objective besides transporting the egg. In that case, there will be no Goal.

Armed Units

The capabilities and status of each armed unit can be seen by using the "▶Info" command. Refer to the examples shown here on how to read this data. Your operator will automatically select the best weapon.

F-2J

Effective against ground and air. Watch its HP!

HP	100	
Defense	15	
Mobility	12	
Weapon Offense	Ground	Anti-Air
Katsu Missile	90	00
Freeze Missile	00	90

T-88

An older model, but sturdy!

HP	100	
Defense	30	
Mobility	5	
Weapon Offense	Ground	Anti-Air
105mm Cannon	75	00
7mm Machine Gun	00	20

KURGAN

Leave ground attacks to this one!

HP	100
Defense	25
Mobility	6

Weapon Offense	Ground	Anti-Air
SAM Launcher	90	00
7mm Machine Gun	00	20

HARU (Spring)

Handles defense in the water!

HP	100
Defense	60
Movbility	5

Weapon Offense	Ground	Anti-Air
SAM Launcher	86	00
7mm Machine Gun	00	75

AH-1

Defending the rivers and seas from the sky!

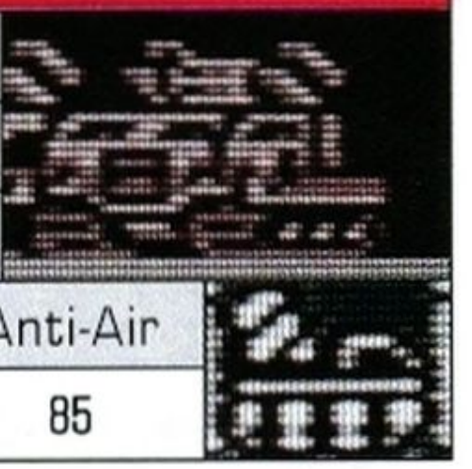
HP	100
Defense	12
Mobility	8

Weapon Offense	Ground	Anti-Air
TOTO Missile	60	00
20mm Vulcan	00	60

BRAVO

Displaying the true value of anti-air!

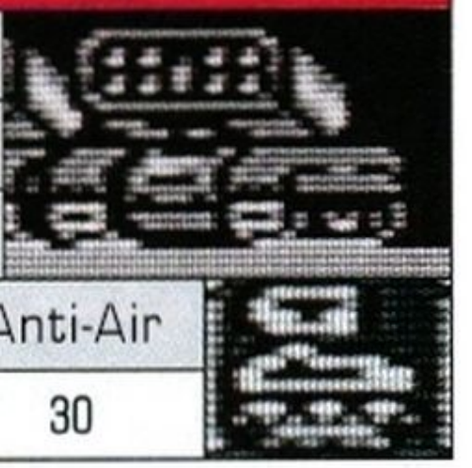
HP	100	
Defense	20	
Mobility	6	
Weapon Offense	Ground	Anti-Air
Scone Missile	50	85



CHARLIE

Weak defense, but deadly on the ground!

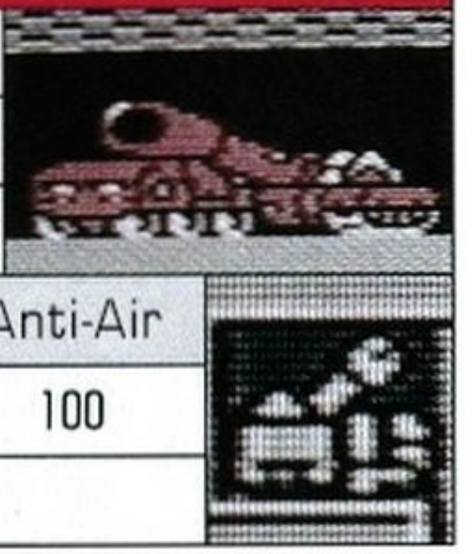
HP	100	
Defense	15	
Mobility	6	
Weapon Offense	Ground	Anti-Air
Cruncher	85	30



SUKI (Sukiyaki)

It can perform indirect attacks!

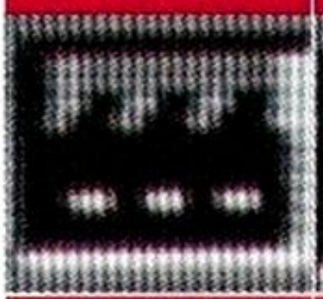
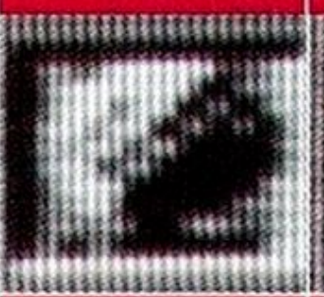
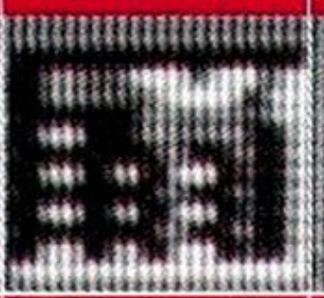
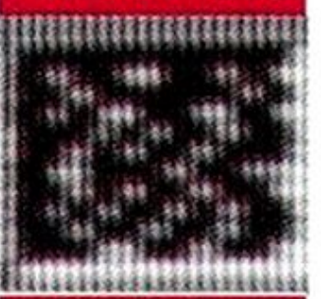
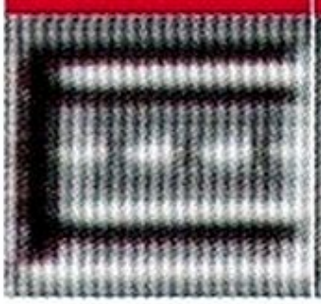
HP	100	
Defense	40	
Mobility	4	
Weapon Offense	Ground	Anti-Air
Sukiyaki	100	100
Range	3	



Terrain Data

Terrain Effect Ratings

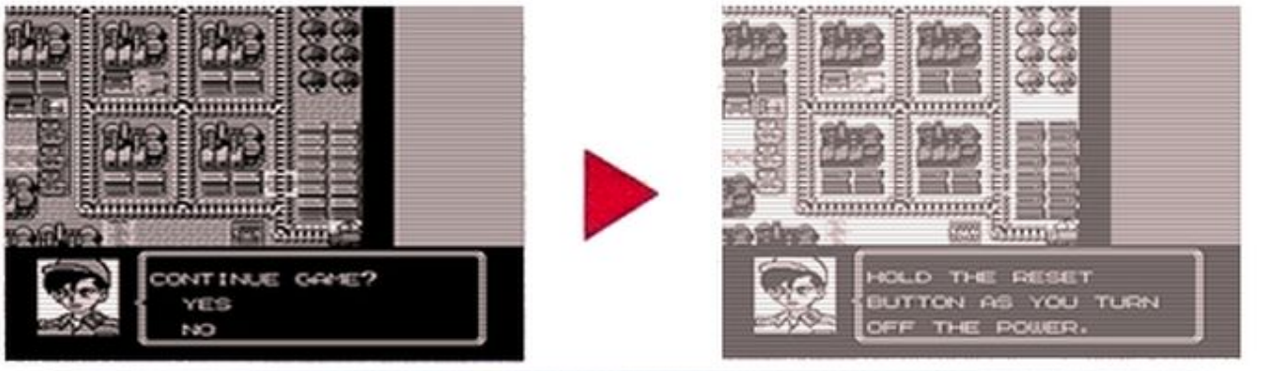
The degree of damage you can take varies depending on the terrain you're on. A higher damage rating means you're at greater risk of destruction. For example, it's far more advantageous to attack from inside a factory than on open road. (A = highest damage, F = lowest.)

Factory: F	Apartments: C	Forest: E	Railways: B
			
Residential: C	**High-Rises: B**	**Ocean: A**	**Wasteland: B**
			
Road: A	**River: A**	**Urban Flatland: A**	**Rural Flatland: B**
			

Also, unit types have different travel costs per terrain. Plan your route for the least cost.

How to Save

- Press the SELECT Button during your turn, then select "Save Game" to bring up three files. If nothing is saved, the file will read "No File."
- Select your preferred file with the cursor, then press the A Button to save to that file. At this point, any previous data in that selected file will be lost.
- After saving, select "▶Yes" to continue the game. To end the game, select "▶No." If you want to start over from where you saved, press the RESET Button, select "▶CONTINUE," then choose the file you want.



A Word of Advice

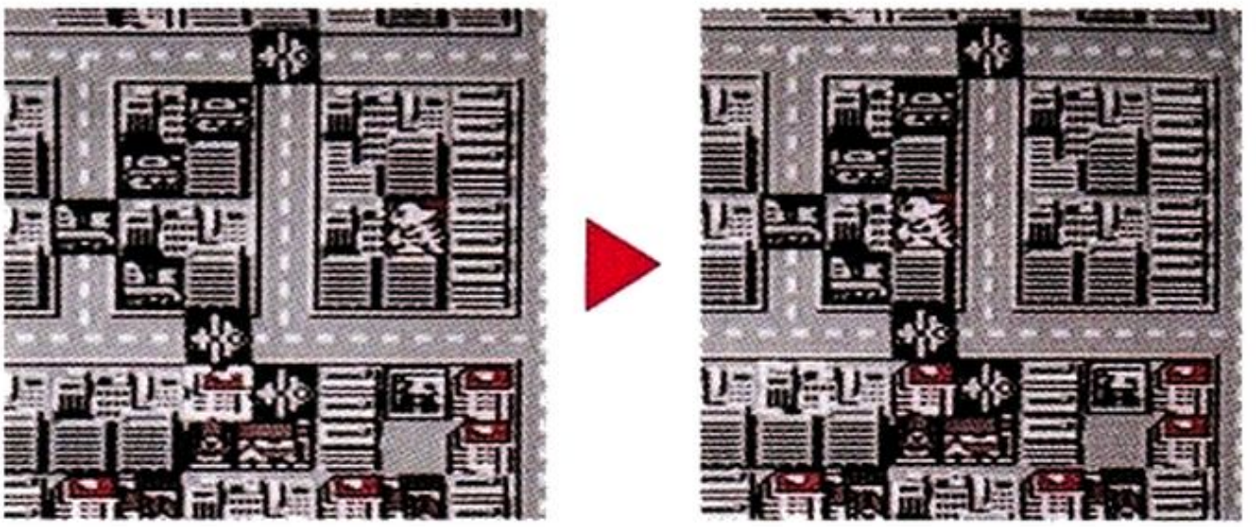
The name of the map and the number of turns are displayed on the save file. It's useful to refer to the turn number as a guide if you've saved multiple times on the same map.

Once you've saved, hold down the RESET Button as you turn the POWER off.

Developing Strategies

Flaburas Can't Walk Diagonally!

Flaburas will try to make a bee-line for the egg, so use your units to build a barricade. Flaburas cannot walk diagonally, so arrange them as seen in this diagram for maximum efficiency.



Use Your Supply Depots Wisely!

Units that have gone up against Flaburas should always move back to a supply depot for maintenance. Without any maintenance, they're doomed. Alternate between damaged and fresh units and you can keep up the fight against Flaburas without decreasing your numbers! In that case, the trick is to fight close to the base! But be careful, for if the base is taken out, all the units inside will be destroyed.

Where Flaburas Dare Not Tread

Flaburas can walk on any kind of terrain, but there are some places he can't pass through. If you can create a barricade to take advantage of these areas, you can stop his onslaught.

Hang On to Your Mt. Fumi File!

You've finally reached the final level. Cherish your memories at Mount Fumi. Something amazing might come of it!

Precautions

- Always turn the power off before inserting or removing a cartridge from your Family Computer.
- Disconnect the AC Adapter from the electrical socket once you are finished.
- This is a high precision game. It should not be stored in places that are very hot ot cold. Never hit it or drop it. Do not take it apart.
- Avoid touching the connectors: do not get them wet or dirty. This may damage the game.
- Do not clean with benzene, paint thinner, alcohol or other such solvents.
- Pause for 10-15 minutes after 1 hour or more of continuous game playing. For best results, play the game, a distance away from your television set.
- Do not connect the Family Computer to a Projection TV, as it will cause afterimages (screen burn-in).

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In case of malfunction, please return the product to the store you purchased it from, or to our Service Station.

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